

How to play?

- Terms of the game:
 - Contract: Monsters you gain through encounters or trades.
 - Encounters: Event block where you may gain a Contract, Spell, or Curse.
 - Mountains: The starting point of each player based on their starting element. Mountains are also the home of their respective elemental guardians.
 - Keystones: Special cards that allow you to go up to the next level.
 - World Tree: The end goal where the boss Monster is located.
- The goal of the game is to go around the board and collect the keystones, then use them to access the world tree and defeat the boss.
 - The direction that you move through the board will be determined by which element you have chosen.
 - Level 1: Fire and Water will move clockwise. Earth and Air will move counter-clockwise.
 - Level 2: Fire and Air will move clockwise. Earth and Water will move counter-clockwise.
 - Level 3: Air and Water will move clockwise. Earth and Fire will move counter-clockwise.
 - There are 6 different types of keystones.
 - Fire, Water, Earth, Air, Light, and Dark.

- Light and Dark keystones can be obtained by choosing to get a keystone instead of a Contract after defeating a B tier or higher Dark or Light Monster.
- You will start the game with the keystone for your element.
- To collect a keystone from a Guardian, you must defeat the Guardian of the corresponding mountain.
- You may only collect one keystone from one mountain per level of the board.
- Once you have collected the keystone for the level you are in, you must make your way back to your starting Mountain before moving to the next Level.
 - 2 keystones unlock the 2nd level
 - 3 keystones unlock the 3rd level
 - 4 keystones unlock the World Tree
- The World Tree contains 6 different bosses.
- Whoever kills one of the 6 bosses first wins.
- Players can have up to 2 Contract cards in their hand, and 3 Contracts active on the field.
- Players can have up to 8 spells or curses in their hand, these do not include the ones in play.
- Pick one of the 4 starting elements:
 - Fire
 - Water
 - Earth
 - Air

- Pick who goes first by rolling dice, highest roll goes first.
- Turn of play
 - Movement
 - Wild Encounters
 - Cards in hand.
 - Battle
 - PvP
 - Spells/Curses
 - Damage
 - Elemental Advantage/Disadvantage
 - $\text{Power} + (\text{Power}/2)$
 - Union/Overload
- Movement:
 - Roll dice to move.
 - Direction of movement is decided by element type.
 - When landing on an encounter block, draw from the appropriate encounter deck.
 - When landing on a normal block, you may rest and your Contracts will regain their health.
 - Level 1 = +2 health
 - Level 2 = +4 health
 - Level 3 = +6 health
 - If a player rolls a 6 and they are 2 blocks away from a mountain then they will stop at the Mountain they are about to pass, then continue the rest of their movement.

- Once a player reaches a Mountain they will battle that Mountain's Guardian.
- If two Players meet the player whose turn it is gets to decide whether they'd like to battle, trade, or do nothing. Once an action is picked no other actions can be made.
 - If battle is picked the other player has no choice but to battle.
 - If trade is picked the other player has the right to refuse to trade.
- Drawing Encounter Cards
 - Draw from the encounter deck of the level you're currently on.
 - Encounter Card Types
 - Contracts: You must fight and defeat these Contracts. You may collect stronger Contracts to power up your team.
 - Spell: Gives the holder bonuses either permanent or one time use.
 - Curses: One time use to give another player a disadvantage.
- Players can have no more than a 10 cards in hand.
 - 2 cards are Contracts, and the rest can be any combination of Spells and Curses.
- Battle
 - Contracts have Att/Def stats.

- Choose one of your Contracts to fight the wild Contract
- Elemental advantage determines who attacks first
 - If no advantage flip a coin
- If you defeat the wild Contract, you can add it to your party
- If you are defeated by the wild Contract, it will escape and go back into the deck.
- Elemental Advantages:
 - Fire > Earth > Air > Water > Fire
 - Light > Dark
 - Dark > Light
 - Att w/ adv. is x1.5
 - Att w/ disadvantage is x0.5
- Battles:
 - Overload effects activates when a team is composed of a single element (not including cards in hand):
 - Fire: +3 to damage
 - Air: +2 to damage and +1 to health
 - Water: +1 to damage and +2 to health
 - Earth: +3 to health
 - Light: +4 to health
 - Dark: +4 to damage
 - Union:
 - Fire-Air-Dark: +4 to damage
 - Water-Earth-Light: +4 to health

- Players may only use 2 spells and/or a curse per combat, but the spells have to be of the same element
- When a player draws a contract card from the encounter deck they must battle that contract.
 - Contracts with elemental advantage get the first attack.
 - If a player defeats an encountered contract they may add it to their party.
 - If a player already has 5 total contracts then they must discard one to add the new contract.
 - If an encounter contract defeats a player's contract then they must discard it.
 - Once a player loses all their contracts then they're out of the game.
- PvP:
 - The player who started the combat decides how many Contracts they would like to battle with.
 - The opposing player matches them.
 - If the opposing player only has one Contract then the player who

initiated combat may only put out one Contract.

- The player whose turn it is gets the first attack.
- When a player attacks they decide on one Contract to attack one of the opponents defending Contracts.
- The battle ends when all of a Player's Contracts are defeated.
- The winning player gets to take any one keystone that the losing player owns. They may not take a keystone they already possess.
- Spells/Curses:
 - You may only use one curse per turn.
 - You may use up to 2 spells per turn.
 - The second spell may be used if it corresponds to the same element as the first spell.
 - Curses and spells resolve in reverse chronological order.
 - First One In Last One Out
 - Last curse or spell played resolves first.
- Damage:
 - Damage is dealt to both sides.

- Counter damage is dealt. Contract damage equals half the defending Contracts attack.
- Attacking Contract adds any Union or Overload effect.
 - Eg.1: Fire+Fire+Fire = +3 damage
 - Eg.2: Water+Earth+Light= +4 health
- Eg.1: Fire Contract has 4/8 and Air Contract has 2/6.
 - Fire Contract deals 4 damage to Air Contract> Air Contract deals 1 damage to fire Contract.
- Health needs to drop to 0 for a Contract to die.
- Boss Battle:
 - During the Boss battle the player may send out up to 4 Contracts into the battle.
 - Player gets the first attack, works the same way as a regular combat.
 - Meaning one Contract attacks, then Boss attacks, then one Contract attacks again, and just repeats until either the player wins or losses.

- When a Boss deals damage it attacks all of the Players active Contracts.
 - It will distribute its attack as evenly as possible between the four Contracts. Roll a four sided dice to pick which ones take the most damage.
 - It will deal advantage damage depending only to the monsters with disadvantage.